

a motor associated with each reel for rotating each reel and stopping each reel so that at least one symbol from each reel is displayed to a player.

2. The device of claim 1 wherein the electronic display is an organic light emitting diode (OLED) display.

3. The device of claim 1 wherein the electronic display is a liquid crystal display.

4. The device of claim 1 wherein the electronic display only displays one symbol.

5. The device of claim 1 wherein the electronic display changes based on the status of a game being played.

6. A gaming method comprising:

rotating a plurality of reels displaying a plurality of symbols on the periphery of each reel, a portion of the periphery of at least one reel being formed of an electronic display, a remainder of the periphery displaying symbols not including an electronic display;

energizing the electronic display such that at least one symbol around the periphery of the at least one reel is displayed by the electronic display;

stopping each reel so that at least one symbol from each reel is displayed to a player; and

granting an award to the player based on the symbols displayed after the reels have stopped rotating.

7. A gaming device comprising:

a plurality of reels displaying a plurality of symbols on the periphery of each reel, at least a portion of the periphery of at least one reel being formed of an electronic display, wherein the reels do not rotate during a game; and

a display controller that controls the electronic display such that symbols displayed by the electronic display appear to be moving on a rotating reel.

8. The device of claim 7 wherein the reels are partial reels.

9. The device of claim 7 wherein the electronic display is an organic light emitting diode (OLED) display.

10. The device of claim 7 wherein the electronic display is a liquid crystal display.

11. A gaming method for a gaming device, the gaming device comprising a plurality of curved reels displaying a plurality of symbols on the periphery of each reel, at least a portion of the periphery of at least one reel being formed of an electronic display, the method comprising:

controlling the electronic display such that symbols displayed by the electronic display appear to be moving on a rotating reel without rotating the reel having the display.

12. The method of claim 11 wherein the electronic display comprises an organic light emitting diode (OLED) display.

13. The method of claim 11 wherein the electronic display comprises a liquid crystal display.

14. The method of claim 11 wherein the reels are partial reels.

15. The method of claim 11 further comprising:

controlling the electronic display to make the reel having the electronic display appear to stop rotating; and

granting an award to the player based on symbol combinations across the reels.

16. A gaming device comprising:

a plurality of reels displaying a plurality of symbols on the periphery of each reel; and

a display window in front of the reels through which the reels are viewed by a player, the display window being a display panel that is controlled to display images.

17. The device of claim 16 wherein the display panel is electronically controlled.

18. The device of claim 16 wherein the display window is a touch screen for receiving a player's input by the player touching an area of the touch screen.

19. The device of claim 18 wherein the display panel displays images corresponding to choices a player is to make in playing a game.

20. The device of claim 19 wherein the choices comprise holding a position of one or more symbols for a next spin of the reels.

21. The device of claim 19 wherein the player touches a portion of the touch screen corresponding to a particular reel to initiate a function relating to that reel.

22. The device of claim 16 wherein the reels rotate.

23. The device of claim 16 wherein the reels comprise an electronic display.

24. A gaming method for a gaming device, the gaming device comprising a plurality of reels displaying a plurality of symbols on the periphery of each reel and a display window in front of the reels through which the reels are viewed by a player, the method comprising:

controlling the display window in front of the reels to display images.

25. The method of claim 24 wherein the display window is controlled to designate choices to be made by the player regarding the game.

26. The method of claim 25 wherein the display window is controlled to identify one or more symbols.

27. The method of claim 24 wherein controlling the display comprises electronically controlling the display.

28. A gaming device comprising:

a plurality of reels displaying a plurality of symbols on the periphery of each reel; and

a window in front of the reels through which the reels are viewed by a player, the window being a touch screen for receiving player input.

29. The device of claim 28 wherein the touch screen is also a display panel for displaying images in front of the reels.

30. The device of claim 29 wherein the display panel is electronically controlled.

31. The device of claim 28 further comprising a player touching an area of the touch screen in front of a particular reel or symbol to perform a function related to that particular reel or symbol.

32. The device of claim 31 wherein the function comprises holding a position of one or more symbols for a next spin of the reels.

33. The device of claim 28 wherein the reels rotate.

34. The device of claim 28 wherein the reels comprise an electronic display.

35. A gaming method for a gaming device, the gaming device comprising a plurality of reels displaying a plurality of symbols on the periphery of each reel and a display